

### AMENDMENTS TO THE CLAIMS

These supplemental amendments are filed in conjunction with the amendments filed by Applicant on December 18, 2009. These supplemental amendments and marked listing of claims assume that Applicant's previous amendments have already been entered. If a marked-up listing as compared to the amendments filed on December 18, 2009, is preferred, the Examiner is requested to contact the undersigned immediately and a new marked listing will be promptly provided.

As indicated below, Applicant is amending Claims 33, 42, 45, 52, 58 and 59 without prejudice or disclaimer. Claims 34–40, 43, 44, 53, 54, 56, 57, 60–62, 65 and 67–70 remain as previously presented.

1.–32. (Canceled)

33. (Currently Amended) An interactive gaming system for entertaining one or more play participants, comprising:

a play structure;

one or more play modules disposed within said play structure and configured to receive or support one or more play participants playing therein or thereon, each of said one or more play modules comprising multiple play elements comprising one or more interactive challenges configured to be played by said one or more play participants as part of an interactive game; and

a toy wand operable by at least one of said one or more play participants by waving, shaking, stroking and/or tapping said toy wand in a predetermined manner to transmit a first signal to wirelessly actuate at least one of said multiple play elements, the toy wand further comprising a memory configured to (i) store identification information for uniquely identifying said at least one play participant of said one or more play participants and (ii) store progress information received by the toy wand indicative of a progress of the at least one play participant in the interactive game, the toy wand being further configured to wirelessly transmit at least one of said identification information and said progress information to at least one of said multiple play elements during participation by said at least one play participant in said one or more interactive challenges, and

wherein the at least one of said multiple play elements is further configured to adjust said one or more interactive challenges using at least said progress information received from the toy wand.

34. (Previously Presented) The interactive gaming system of Claim 33, wherein said play structure comprises an amusement facility or family entertainment center.

35. (Previously Presented) The interactive gaming system of Claim 33, wherein said play structure is themed in accordance with an overall story which is sequentially revealed as said one or more play participants plays each interactive challenge.

36. (Previously Presented) The interactive gaming system of Claim 33, wherein said play structure comprises a multi-level play structure having three or more levels.

37. (Previously Presented) The interactive gaming system of Claim 33, further comprising a score board configured to display the progress information of said one or more play participants.

38. (Previously Presented) The interactive gaming system of Claim 33, wherein the one or more play modules further comprises multiple play modules arranged sequentially and interconnected by one or more slides such that a first group of interactive challenges associated with a first play module of the multiple play modules is necessary to be played before a second group of interactive challenges associated with a second play module of the multiple play modules can be played.

39. (Previously Presented) The interactive gaming system of Claim 33, wherein said toy wand is configured to communicate with one or more read/write devices associated with each interactive challenge.

40. (Previously Presented) The interactive gaming system of Claim 33, wherein said memory of said wand comprises a radio frequency identification (RFID) read/write tag for storing progress information identifying which interactive challenges have been played said at least one play participant.

41. (Canceled)

42. (Currently Amended) An interactive play system for entertaining one or more play participants, comprising:

multiple play elements arranged in a desired theme within a play facility, each of said multiple play elements being operatively related to a quest to be completed by one or more play participants; and

a toy device that wirelessly exchanges data with said multiple play elements to activate at least one of said multiple play elements when the toy device is moved in a predetermined manner, the toy device further comprising a memory for storing identification data for uniquely identifying at least one an associated play participant of said one or more play participants and storing progress information of the at least one play participant in the quest, the toy device being configured to wirelessly transmit at least one of said identification data and said progress information to said multiple play elements,

and wherein at least a portion of said multiple play elements communicates with the toy device to selectively regulate access by the at least one a particular play participant of the one or more play participants to a selected one or more of said multiple play elements based on [[a]] the progress information stored in the memory of the toy device of [[a]] the at least one particular play participant in the quest.

43. (Previously Presented) The interactive play system of Claim 42, wherein said play facility comprises one or more play modules, of the multiple play elements, configured to receive or support said one or more play participants playing in, on or around each of said one or more play modules.

44. (Previously Presented) The interactive play system of Claim 42, wherein said multiple play elements comprise one or more interactive games or challenges configured to be played or completed by said one or more play participants.

45. (Currently Amended) The interactive play system of Claim 44, wherein said toy device is further configured to track which of said one or more interactive games or challenges have been completed by said particular at least one play participant.

46–51. (Canceled)

52. (Currently Amended) A method of electronic interactive game play, comprising:

allowing a play participant to play with a first group of play elements operatively associated with a first play environment to achieve a first set of desired goals, points, game progress or game levels;

electronically collecting progress information representing said first set of goals, points, game progress or game levels relative to said play participant and wirelessly recording said progress information on a portable toy device possessed by said play participant in association with identifying information uniquely identifying said play participant;

wirelessly reading said identifying information stored on said portable toy device to recognize said play participant at a second play environment located remotely from said first play environment and to access said progress information representing said first set of goals, points, game progress or game levels relative to each said recognized play participant;

allowing said recognized play participant to play with a second group of play elements operatively associated with said second play environment to achieve a second set of desired goals, points, game progress or game levels, wherein said portable toy device operable by said recognized play participant by waving, shaking, stroking and/or tapping said portable toy device in a predetermined manner to wirelessly actuate at least one play element of said second group of play elements; and

wherein said second play activities of said second play environment or said second set of goals, points, game progress or game levels are at least in part dependent on said progress information received from the portable toy device representing the first set of goals, points, game progress or game levels achieved by said play participant.

53. (Previously Presented) The method of Claim 52, wherein said first and second play environments comprise first and second play modules arranged within a

play facility and organized sequentially such that a first group of games or challenges associated with said first play module are necessary to be played or completed before a second group of games or challenges associated with said second play module can be played or completed.

54. (Previously Presented) The method of Claim 52, wherein said first and second play environments are geographically separate and are not connected by a network.

55. (Canceled)

56. (Previously Presented) The method of Claim 52, wherein said portable toy device comprises an information storage device embodied in the form of a toy wand carried by said play participant.

57. (Previously Presented) The method of Claim 52, wherein said portable toy device comprises a radio frequency identification (RFID) card or badge.

58. (Currently Amended) The method of Claim 52, further comprising displaying said progress information representing said first set of goals, points, game progress or game levels on a score board.

59. (Currently Amended) An interactive play system for entertaining one or more play participants, comprising:

one or more play elements to provide one or more interactive games or challenges configured to be played or completed by play participants, said one or more play elements being wirelessly actuatable in response to a wireless actuation signal;

a toy wand operable by at least one of said play participants by waving, shaking, stroking and/or tapping said toy wand in a predetermined manner to transmit said wireless actuation signal to actuate said one or more play elements; and

at least one memory device associated with said toy wand, the at least one memory device storing (i) identification information to uniquely identify the at least one play participant during interaction with said one or more play elements to play or complete said one or more interactive games or challenges and (ii)

progress information received by the toy wand indicative of a number of said interactive games or challenges completed by the at least one play participant, and

wherein at least one of said one or more play elements is configured to adjust said one or more interactive games or challenges using at least said progress information received from the toy wand.

60. (Previously Presented) The interactive play system of Claim 59, wherein said one or more play elements are arranged within an amusement facility or family entertainment center.

61. (Previously Presented) The interactive play system of Claim 60, wherein said amusement facility or family entertainment center is themed in accordance with a magic or wizards theme.

62. (Previously Presented) The interactive play system of Claim 59, wherein said one or more play elements are arranged on a play structure comprising a multi-level play structure having three or more levels or platform elevations.

63. (Canceled)

64. (Canceled)

65. (Previously Presented) The interactive play system of Claim 59, wherein said toy wand is configured to communicate with one or more read/write devices associated with said one or more play elements.

66. (Canceled)

67. (Previously Presented) The interactive gaming system of Claim 33, further comprising at least one transceiver associated with said one or more play modules, and wherein said toy wand is configured to receive wireless communications from said at least one transceiver.

68. (Previously Presented) The interactive gaming system of Claim 67, wherein said toy wand is configured to produce at least one of vibration and sound by said toy wand in response to receiving said wireless communications from said at least one transceiver.

69. (Previously Presented) The interactive play system of Claim 59, further comprising at least one transceiver associated with said one or more play elements, and wherein said toy wand is configured to receive wireless communications from said at least one transceiver.

70. (Previously Presented) The interactive play system of Claim 69, wherein said toy wand is configured to produce at least one of vibration and sound by said toy wand in response to receiving said wireless communications from said at least one transceiver.